

PHM Pegasus™

Apple II Series

OVERVIEW

PHM Pegasus is a simulation requiring both strategic and tactical ability. The object is to complete each mission by achieving its main objective in as short a time as possible. See your Manual for details on the assignments.

Hydrofoil operation is by means of keyboard and joystick. You can use either to control the hydrofoil's movement, weapons aiming and firing, and any auxiliary craft. Use the keyboard to pause and resume play, to increase or decrease time compression, to switch between the Bridge and the Operations Map, and to select weapons or auxiliary craft.

Two main viewing "modes" are available at any time — the Bridge and the Operations Map. The key table on the inside pages shows the effect of each keystroke under each of the two modes.

GETTING STARTED

Insert the disk in the drive, label side up, and turn on the computer; Pegasus loads automatically. When the computer asks you to insert Side 2, flip the disk over and press **Return**.

SPOTTER CARDS

The identification cards in the center pages of your Manual can help you spot and identify the vessels and aircraft that are active in each mission. Shooting friendly vessels can make you very unpopular with the Commodore, so it is particularly important that you identify the vessels in each mission. This way you won't end up shooting the convoy you are trying to rescue. To use the cards, *carefully* remove them from the manual by tearing the center perforation, and then tear out each card individually. Before you start an assignment, read the mission description in the Manual and select the card for each vessel in the mission. Keep the cards handy as you proceed with your assignment, and refer to them when you need help identifying one of the vessels.

KEYBOARD COMMAND SUMMARY

(Note: Some of the following commands are accessible through the joystick. Such commands are marked with an asterisk *. See Joystick Control section following.)

KEY:	Bridge	EFFECT:	Operations Map
P	Pause/Resume play		Same
Ctrl-Q	Quit		Same
V	Toggles view between Operations Map and Bridge		Same
+ or =	Each press doubles time rate up to 128 x real time		Same
-	Each press halves time rate down to real time (1 x)		Same
N	Returns time rate to real time (1 x)		Same
1-5*	Sets hydrofoil's maximum speed		Sets maximum speed for hydrofoil or auxiliary vessel
0*	Stops hydrofoil		NA
Ctrl-R	Each press doubles radar scan from 2.5 miles to 40		NA
R	Each press halves radar scan to 2.5 miles		NA
T	Selects targets for view in binoculars		NA
Ctrl-S	Toggles sound on/off		Same

KEY:	Bridge	EFFECT:	Operations Map
D	NA		Toggles between radar circles and vessel icons
6	Selects cannon		Selects Hydrofoil
7	Selects chaff rocket		Selects Helicopter 1**
8	Selects missiles (Harpoon or Exocet)		Selects Helicopter 2**
9	Selects Gabriel missiles**		Selects Convoy**
Spacebar	Toggles between maneuver and weapons aiming modes		NA
Return*	Fire currently selected weapon		NA
I,J,K,M*	Aim weapon up, left, right, down		Moves destination cursor
Comma*	Turn Hydrofoil left		NA
Period*	Turn Hydrofoil right		NA
W	Toggles among weapon types		NA

**when available

JOYSTICK CONTROL

You can use the joystick either to control the hydrofoil or to aim and fire your weapons. From the Bridge, in Movement mode, you can control the hydrofoil's movement by moving the joystick left or right, and its speed by moving it forward or back. In Weapons mode, use the joystick to move the aiming cursor around the binocular view. Fire your weapons in either mode by pressing the fire button. You can toggle between Movement and Weapons mode by pressing the Spacebar. From the Operations Map, use your joystick to set your destination cursor, and the fire button to set off on your course.

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